

UFO

EXTRATERRESTRIALS





EXTRATERRESTRIALS

USER'S MANUAL



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The Story So Far...

Planet Esperanza - colonized by spaceship Magaleansh in 2020.

Many years have passed since the first colonists arrived Esperanza. Through hard work and determination, they gradually setup bases on their adopted planet. Over time, leaders emerged, a government was formed, commerce flourished and the pilgrims from Earth eventually made the planet of the three suns their home.

But recently, a deep space monitor registered a strong and mysterious presence. Esperanza's scientists scrambled to investigate the disturbance and made an alarming discovery - a wormhole had opened close to their planet. And even more disturbing, something had come through... was headed directly toward them.

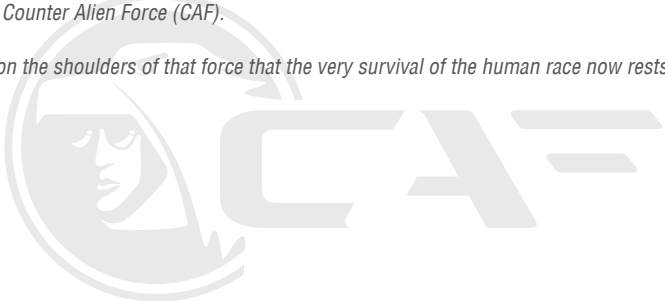
Concerns about an alien invasion abounded. In response, the United Government of Esperanza decided to send two recon ships, Lewis and Clark, to ascertain the truth. After two weeks' time, the recon ships arrived the location of the mysterious presence... and, as feared, discovered an alien vessel.

But apparently the ship had somehow faltered while en route Esperanza. It had crash landed on a small planet in the system. The crews of Lewis and Clark disembarked, explored the crash landing sit, and recovered an alien computer and a chamber full of hibernating aliens.

Upon returning home, an analysis of the computer and of the aliens took place at The Esperanza Security Center. The military scientists uncovered was terrible news. Earth had been invaded and subjugated by alien hordes. They had plundered the planet's terrestrial resources and enslaved the humans.

An emergency council was immediately called on to decide what to do. The council quickly determined that the fate which had befallen Earth could befall them. They vowed to be ready if the aliens decided to invade. To defend themselves against the aliens, Esperanza's council gathered the planet's best scientists, engineers, and soldiers, and formed them into a single unit - the Counter Alien Force (CAF).

And it is on the shoulders of that force that the very survival of the human race now rests.



1. INTRODUCTION AND THANKS

We would like to thank you for buying this game, and wish you many hours of enjoyment. It has been a long time in development, and is the result of many hours of game testing and adjusting. We are proud of the end product, and hope you enjoy what has been a grand effort on the part of many to produce.

2. SYSTEM REQUIREMENTS

2.1 Minimum Configurations

- 1.5 Ghz Processor
- 128 MB Video Card with DirectX 9.0c compatible drivers
- 256 MB RAM
- 2.6 GB free hard disk space
- DVD-ROM, mouse
- Windows 2000/XP/Vista with DirectX 9.0c and greater

2.2 Recommended Configurations

- 2.5 Ghz Processor
- 256 MB Video Card with DirectX 9.0c compatible drivers
- 512 MB RAM
- 2.6 GB free hard disk space
- DVD-ROM, mouse
- Windows 2000/XP/Vista with DirectX 9.0c and greater

3. INSTALLATION

4. GAMEPLAY

In this section you will become familiarized with gameplay and with what the system enables you to do. Your mission is to protect the planet Esperanza from air attack by alien vessels, and towards this task you will have a number of different ground-to-air defence units at your command. In addition, you will have ground troops for attacking alien forces on the planet's surface, including heavy weapon platforms and armored vehicles. The most advanced laboratory facilities will also be at your disposal, providing you access to ever-greater technological enhancements of these forces.

Gameplay consists of three basic parts: Tactical Missions, Base Management, and the Geoscape Interface.

4.1 The Geoscape Interface

This aspect of the game enables you to survey alien presence on Esperanza's surface and in the atmosphere. From the Geoscape Interface, you will be able to assign your aircraft to target and intercept alien vessels, and directly manage combat situations between Esperanza and alien craft. The Interface also allows you to strategically found and construct new bases. Planet Esperanza consists of nine sovereign states, in each of which you are able to build one base. Each base can be equipped with various facilities such as defence systems, laboratories etc.

4.2 Base Management

The basic management of bases consists of the construction and management of facilities, researching new technologies, producing military units, and the preparation of soldiers and vehicles for combat. On bases, soldiers may be equipped with various weapons including guns, grenades, rocket launchers, flame throwers, lasers, etc. Vehicles and aircraft may be equipped with a variety of radar and infrared-guided missiles, armor and shield reinforcements, and a wide range other lethal weaponry.

Base Facility Construction

You can build up to 20 different base facilities, which reinforce the a base's strength against aliens, and improve the odds of your troops' victory. Essential to every base are energy plants, missile defence systems, aircraft hangars, and laboratories.

Equipping Soldiers

Soldiers may be equipped with weapons, grenades, medikits, etc. They can also be supported by heavy weapon platforms, such as tanks. Here you can select which individual soldiers you wish to go on particular missions, and have soldiers and vehicles go onboard tactical air transport units.

Equipping Aircraft Fighters

You can equip aircraft interceptors with a wide variety of missiles, cannons and shields. In addition there are a wide variety of aircraft from which a player can choose, and develop a custom arms system for individual air interceptors.

Research

Laboratory facilities become available after you build them on the main base. The more laboratories you have, the more efficient the process of researching new technologies becomes. Research is essential in order to catch up with extraterrestrial technology, and usurp alien advancements for our own use.

Production

Once researched, a new unit, instrument or weapon can be produced on the main base. New developments in medical equipment, weapons, ammunition, rifles, portable rockets, combat vehicles, advanced aircraft fighters, spaceships, and many other items can be assembled in these facilities and added to your arsenal.

Buying and Selling

Many items and components in the game can be bought and sold. Even items plundered from alien vessels, including engine components, can be sold for profit.

Transfer of Items

Once produced on the main base, items must be transferred for use on other bases. Transferring items between bases usually takes a few days, however is an assuredly safe means of supplying other bases.

UFOPedia

This is the inclusive list of all items available during gameplay, including descriptions of each item's function, advantages and disadvantages.

4.3 Tactical Missions

Principals of Tactical Mission Initiation

This section will provide a brief guide towards initiating tactical missions. As soon as an alien vessel is located on radar, the player can select from a variety of aircraft in order to intercept the enemy. When an alien craft is shot down or crash lands, the crew usually survives, making it necessary for tactical missions to the surrounding area. Ground troops should be boarded on a tactical air transport unit, and dispatched to the site of impact to complete the attack.

During Missions

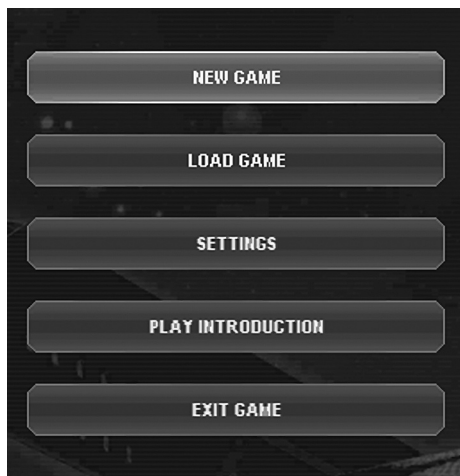
The tactical air transport unit takes counter-alien forces on tactical missions. When the transport units lands, the player discovers that the whole area is blacked out. The only way to uncover the area is to explore it - the "fog of war" feature is presented so the player can see only what his soldiers can see.

Somewhere on the mission is a UFO full of aliens. Their aim is to abduct, terrorize and invade. The aliens are armed with powerful weapons. Alien soldiers are highly trained, and thus are accurate, fast and difficult to kill. Your forces include soldiers, robots, support combat vehicles such as armored cars, heavy weapon platforms and hovercrafts. Aliens usually invade hospitals and scientific laboratories, and terrorise cities; and they're not afraid to invade barracks and police stations as well.

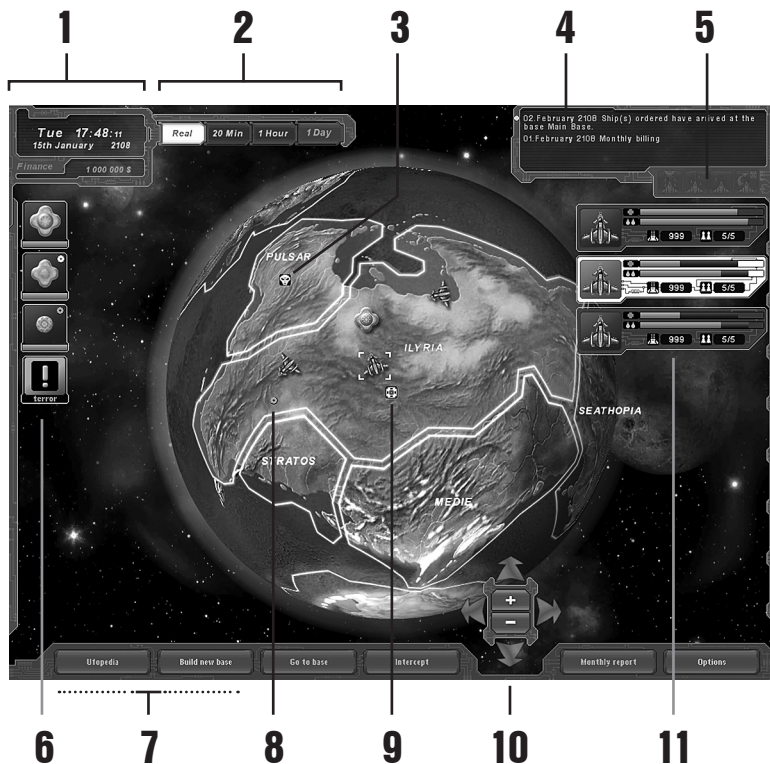
Mission Confrontation Zone

This is the zone where tactical missions are carried out. It is the vicinity of an alien crash landing site, or of an alien invasion, and the destination for air transport units to dispatch troops. In this zone, your troops will encounter and wage combat with aliens face to face. This zone has multiple floors to explore. Units are activated by selecting them with the CURSOR, which looks like a transparent box when activating a unit. By activating the units with the CURSOR, you are able to move them accross the battlefield, have them kneel to evade fire, and fire their own weapons at targets.

5. GETTING STARTED



After starting a new game by clicking NEW GAME, you will see the Geoscape Interface of planet Esperanza. A main base has already been built and secured. You can find it in the middle of the state called Ilyria. Soldiers and aircraft fighters are stationed at the base, which will seek to guard the planet Esperanza from raids by aliens.



5.1. Geoscape Interface – Legend

1) Time, date, and financial status information

This control shows you the current date and time on Esperanza, and your available funds.

2) Time-control

Using this control, you can manipulate gamespeed, and speed up or slow down Geoscape time.

3) Alien base, in an alien-controlled state

Alien bases in states seized by aliens are indicated by this symbol . During gameplay, alien-controlled states are highlighted in red.

4) Events history

This is a record of all events. Latest events are at the top of the list, oldest at the bottom. Dates are recorded next to event listings.

5) “Aggressivity” mode control

The icons below allow you to choose the level of aggressivity of your fighters. The possible modes are as follows:



Aggressive,



Standard,



Cautious,



Return to Base.

6) Alien Activity Register

Any UFOs detected on the globe will be indicated by a symbol, also representing their activity and condition, on this sidebar. By clicking on the corresponding symbol, the Geoscape Interface immediately re-centers on the site of alien activity.

7) Main Menu

This bar at the bottom of the screen allows you to enter UFOpedia, build new bases, enter the main base, dispatch airfighters, check your monthly financial report, and select options.

8) Combat Event Icons

The following icons indicate various events on Esperanza:

✖ Aircraft fighter target, ● landed UFO (green), ○ crash-landed UFO (white), 📍 Site of terrorist attack (yellow).

9) CAF Base

You gain control over a state by building a base in it, marked by this icon 🏠. States which you control provide you with funds.

10) Geoscape View Control (Rotation, Magnification)



By clicking the arrows, or by left-clicking and moving the mouse simultaneously, you can freely rotate the globe.

Clicking the plus and minus zooms in and out.

11) Dispatched Fighter Unit Register

All dispatched fighters and transport units are depicted with icons to the right side of the screen. Life and fuel registers are also visible. As soon as it is imminent that a fighter will run out of fuel, it immediately starts to fly back to the base, ignoring all other commands. Fighters can carry 2 types of weapons, which includes rockets and cannons.

This symbol 🚬 indicates an on-board cannon, with the number of rounds of ammo displayed next to it. 🚀 indicates rockets, with number of rockets remaining.

Clicking on a fighter icon re-centers the Geoscape Interface on that object.

5.1.1. States and Bases

There are 9 states on planet Esperanza. In each of these states, you are able to build a maximum of one base. Every state in which you build a base goes under CAF protection, and provides you with funds every month. Aliens are also able to build bases, which gives them control over states.

States under CAF protection are highlighted in blue on the Geoscape, and states under alien control are highlighted in red. States with neither a CAF base  nor an alien  base are neutral and without highlight.

You should try to seize as many states as possible, otherwise aliens will do so. You cannot build a base in which an alien base has already been built. However, you can load a tactical air transport unit with troops, target an alien base, and invade... On the other hand, aliens are also able to attack your bases. If they succeed in conquering a base, they seize control over the entire state in which it is located. You can however launch an attack to recapture seized bases. If you succeed in doing so within ten days from a base's capture by aliens, all of your facilities remain intact. After ten days, the aliens re-work the structure of bases, replacing your constructions with their nests.

5.1.2. UFO Detection and Airfighter Dispatch

When a UFO is detected by your radar, you should take whatever measures necessary to prevent it from engaging in activities on Esperanza. For this reason, upon detection of enemy vessels, you should click on a base close to the place where the enemy was sighted, which will make the DISPATCH FIGHTER window appear, pictured left. From this window you can choose aircraft fighters to intercept the enemy vessel. It is possible to select any number of fighters for an interception, between one and the maximum number available at a base.

Make sure that your fighters are well-equipped. A shield-generator should be installed. Cannons and/or missiles should also be onboard the craft. After sending your fighters to intercept the UFO, you can select their mode of "Attack Aggressivity."



When you select Cautious mode, the interceptor/s will only fire rockets, without approaching the enemy vessel closer than necessary to fire rockets, and will therefore not make use of their cannons.

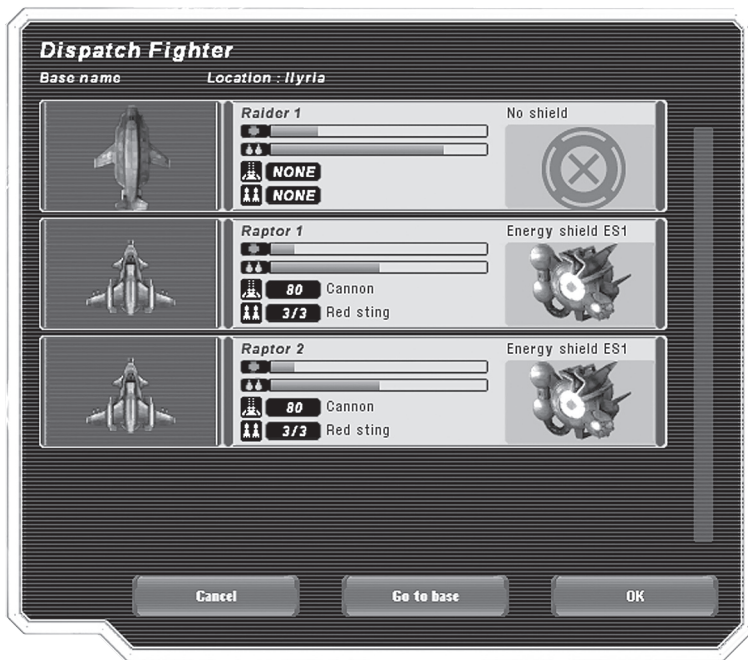


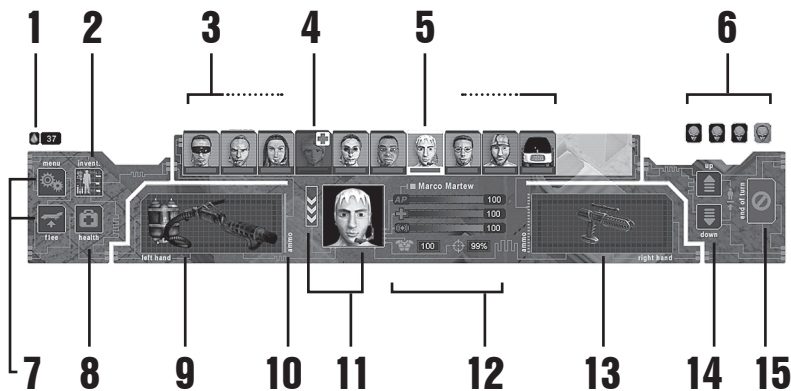
When you choose a Standard attack mode, the interceptor/s will begin the attack by firing missiles, and then continue the attack by becoming close enough to the enemy to use their cannons.



When you select an Aggressive mode of attack, the interceptor/s will go immediately to close firing range, simultaneously using both cannons and missiles against the enemy.

If the interception attack is successful, the alien vessel is heavily damaged and crash lands on Esperanza.  marks where an alien vessel has crash landed. Despite having crash landed, there are always alien survivors who are still able to do harm, who will need to be encountered on the ground. To eliminate the surviving menace, you will have to arm your troops, have them board a tactical air transport unit, and dispatch these troops to the site of the crash landing.





5.2. Mission – Legend

1) Critical Wounds

This control shows the number of critical wounds sustained by a soldier. See chapter 5.2.5

2) Inventory

This opens the inventory window for a soldier.

3) Soldiers on Mission

By selecting a soldier, the view finder centers on that soldier in the field.

4) Incapacitated Soldier

This indicates a soldier is unable to fight or move until after serious hospital treatment.

5) Active Soldier

This is the currently selected soldier. All statistics for this soldier are displayed in the graphic user interface, and the view finder is centered on this soldier.

6) Sighted Aliens

Aliens which have been sighted on the mission are indicated with this icon



The alien currently in the active soldier's view appears in red, others outside his vision appear black



7) Exit mission options



This icon enables you to enter the menu screen where you can save the game, load a game or change the settings.



The flee icon allows you to flee the mission if you find it too difficult to continue, for instance when the soldiers are outnumbered by aliens. Before fleeing mission, make sure all units are on board the transport unit.

8) Health status



By clicking on this icon you can see the health status of the soldier, including the exact amount of wounds and critical wounds.

9) Left hand of the soldier

This shows what is in soldier's left hand, for instance a weapon. The weapon may be used by clicking on it.

10) Ammunition indicator

Shows amount of remaining ammunition for the current weapon.

11) Rank of the displayed soldier



This shows the ranking, between one and twelve, of the displayed soldier.

12) Basic statistics

AP shows available action points, see chapter 5.2.1.  displays how healthy your soldier is.  indicates psychological state of the soldier.  shows quality of the armor.  displays accuracy of the soldier's aim.

13) Right hand of the soldier

This shows what is in soldier's right hand, for instance a weapon. The weapon may be used by clicking on it.

14) View floors



enables you to view different floor levels.

15) End turn

By clicking on this button your turn is ended, and now it is the computer's turn.

5.2.1. How to Control the Units in the Game with the cursor

By moving the cursor to a specific spot and clicking, you will move your soldier to that place. AP shows available action points. Action Points is a measurement of time and/or actions that are available to a soldier during each turn. Every step the soldier takes, each shot they fire, each grenade thrown and so on consumes available AP.

Basic Cursor

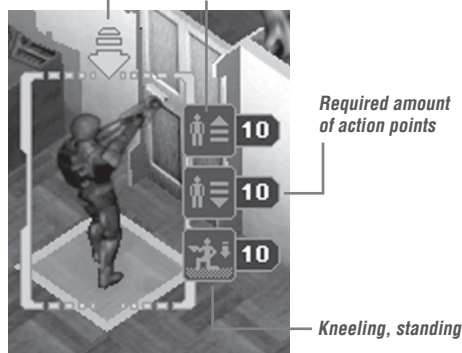
Required amount of action points in order to move a soldier to a selected position



Basic Cursor – Extended Version

Arrow indicates selected soldier

Moves soldier up or down a floor, in the lift



When you leave the cursor on the soldier for about 1 – 2 seconds, the following options will appear: this icon  moves the soldier into a standing or kneeling position. These icons



 operate when the soldier is on the lift to move up or down floors.



Indicates that it is possible to switch active units



Blocked or unavailable position



Insufficient action points to perform this action



Indicates that it is possible to tend to a wounded soldier, see chapter 5.2.5

5.2.2. Shooting

Make sure that the unit which is going to be shooting has at least one weapon in his or her hand.

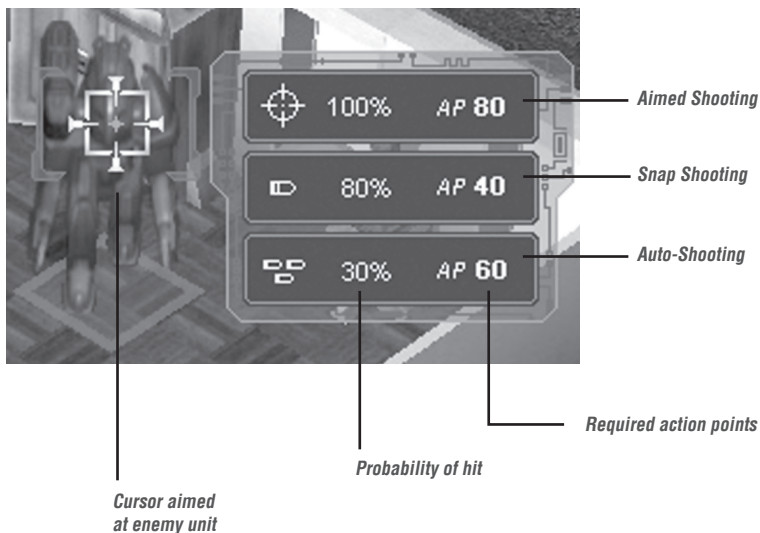


Clicking on a weapon will cause the cursor to change from Standard to Aiming Cursor, and will cause the Shooting Menu to appear next to the cursor. As soon as the cursor has changed in this way, you can select the target by clicking on it, which will open the menu

of available shooting modes. These modes are as follows:

- **Aimed shooting** is a very accurate mode of firing. However, this mode is also the most demanding on action points and time, as it takes longer to achieve this enhanced aim.
- **Snap shooting** is the fastest mode of shooting, allowing moderate accuracy and direct “from-the-hip” firing.
- **Auto-shooting** is the least accurate mode, however it allows three rounds to be fired in one shot.

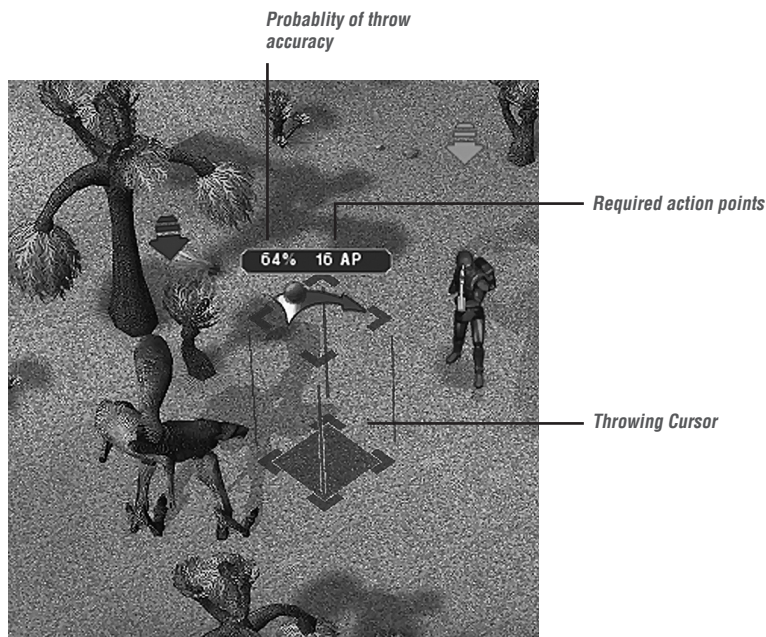
The further a unit tries to shoot, the less chance there will be of the hits landing on the intended spot.

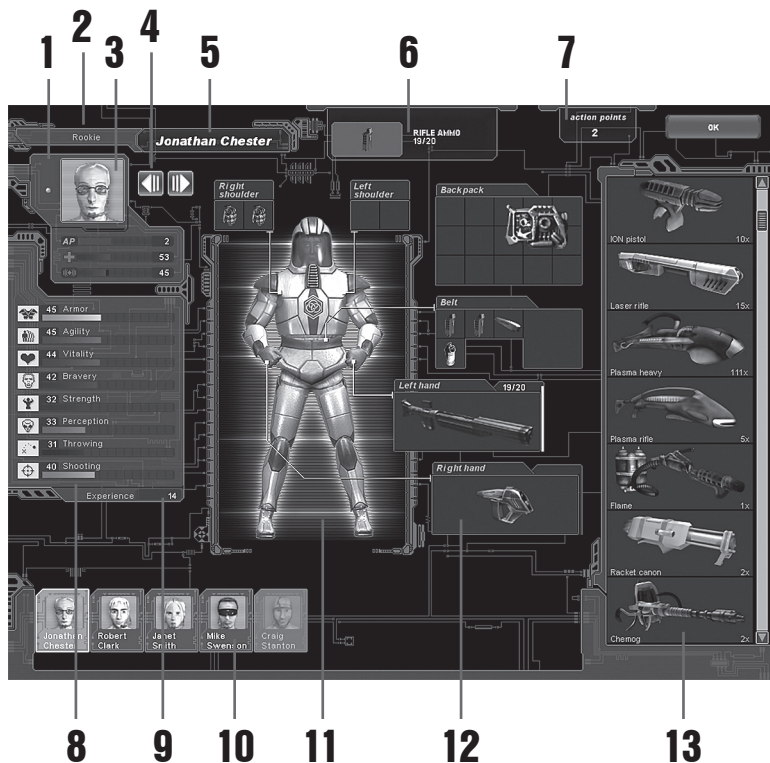


5.2.3. Throwing Grenades

Make sure that the unit which you wish to throw a grenade has at least one grenade in his or her hand. Clicking on a grenade will cause the cursor to change from Standard to Throwing Cursor, you can then click on the desired target in order to throw the grenade. The further a unit tries to throw a grenade, the less chance there will be of the grenade landing on exactly the intended spot. Next to the Throwing Cursor is a small window indicating the probability of throw accuracy, as well as the required action points.

It is also possible to throw other objects, such as magazines and medikits, however we advise against this since it causes the aliens no harm. In the situation of a fellow soldier's running out of ammo, it is possible for a soldier to toss him or her an extra magazine in this way.





5.2.4. Inventory

1,2) Rank

3) Soldier's photo

4) Change selected soldier

5) Name

6) Amount of Ammunition

This information appears in a window at the top of the screen when the mouse passes over an available weapon.

7) Action points

Current action points available to the selected CAF soldier.

8) Characteristics and Skills

Here you will find the list of all the soldier's characteristics and skills. These traits can be developed and improved with experience. Characteristics and skills influence a soldier's combat abilities, such as grenade throwing, aim, speed etc.

9) Experience

The number shown displays the overall experience of the soldier.

10) Other Soldiers

11) Current Armor

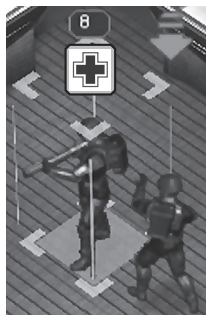
12) Personal Equipment

The equipment, weapons and tools which a soldier is currently carrying.

13) The Floor

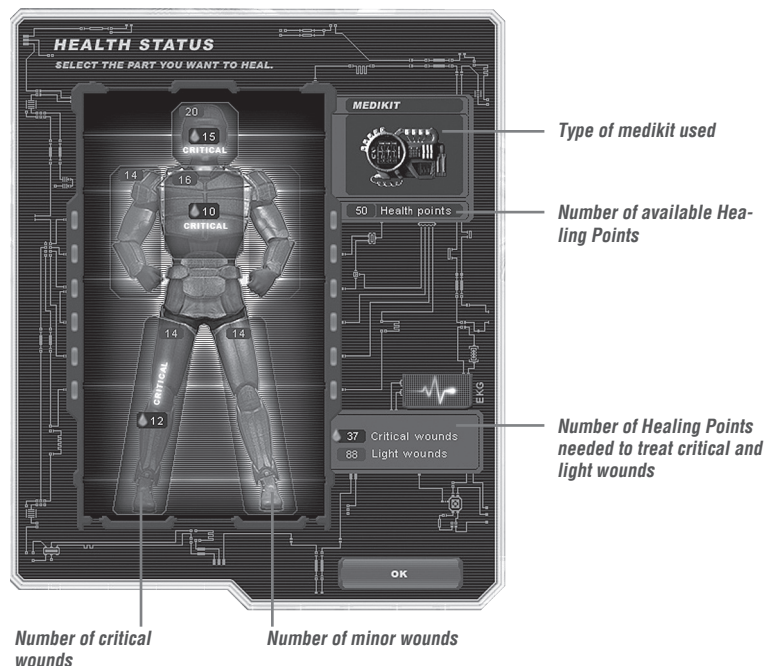
Objects and weapons which you drag to this area will be placed on the floor.

5.2.5. Medication and Treatment



Wounded soldiers are unable to treat their own wounds. However, an ally can assist an injured or crippled soldier and administer treatment. Make sure the soldier who is to perform the treatment has a medikit in his or her hand. If not, place a medikit in one of his or her hands. The selected soldier must be standing directly beside the soldier who is to receive treatment. After clicking on the medical kit, the cursor changes to the Medical cursor.

Using this cursor, click on the person you want to receive treatment. This causes the “Health Status” window to appear. This window will show the damaged parts of the soldier’s body, identifying the most critically wounded areas. The numbers in the corner of these parts indicate the seriousness of the damage, and the Healing Points which will be required to treat the wounds. From this window, you are able to click the part of the body which you wish to receive treatment, spending Healing Points as desired.



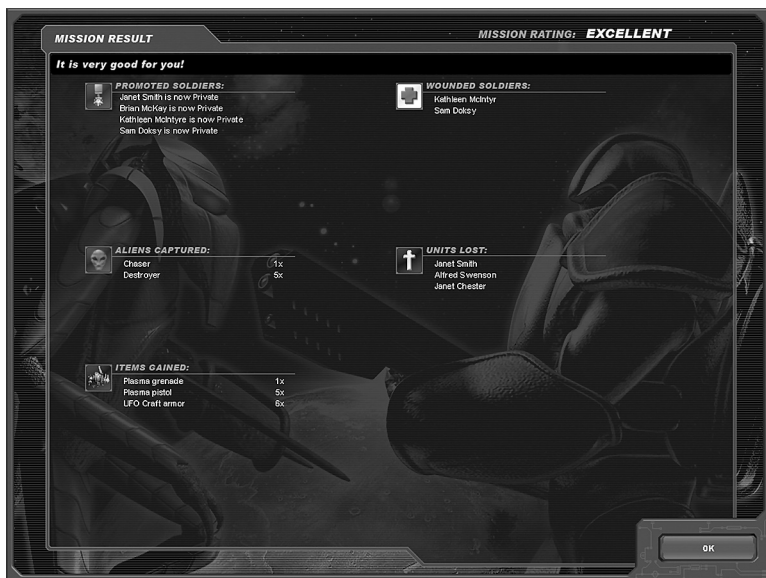
5.2.6. The End of the Mission

There are two possible ways of finishing a mission: by fleeing, or by killing all the aliens. The fleeing option is available when you want to abandon the mission and take all your soldiers away from the combat zone. All soldiers you wish to rescue must be boarded onto the air transport unit.



Clicking on the Flee icon, causes the air transport unit to take off and abandon the mission, taking with it whatever units have managed to get onboard. All units which fail to board to the air transport unit are lost.

Ending a mission by killing all enemy units means the success of a mission. After this, the Mission Results window will appear.

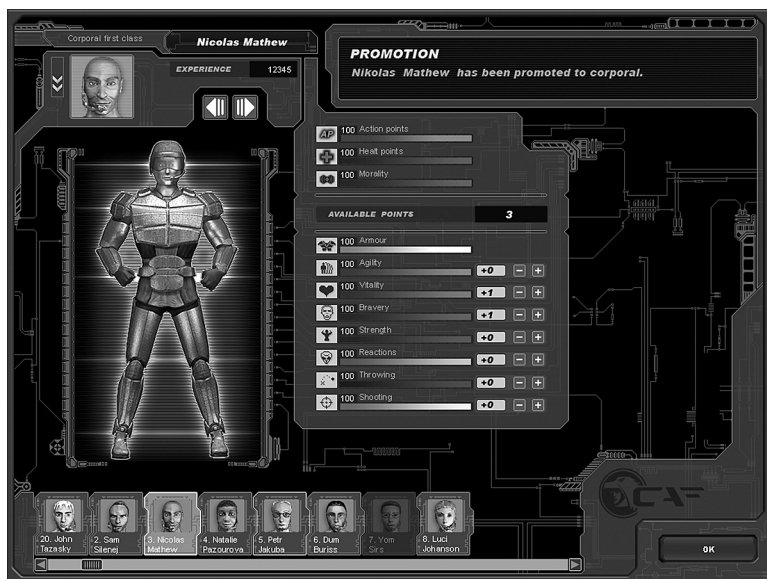


In the top right corner you will see the rating of the success of your mission. Ratings range from Excellent to Terrible. Inside the window, you will see the list of soldiers who received promotions during the mission, soldiers wounded in combat, alien war prisoners, units lost in action, and items which were found or seized on the battlefield.

5.2.7. Experience, and the Enhancement of Soldier Characteristics and Skills

Soldiers gain experience by hitting and killing aliens, and by going through missions in which he or she hits and kills at least one alien. With experience, a soldier can enhance the following attributes: agility, vitality, bravery, strength, reactions, throwing and shooting. Soldiers can advance through 12 different ranks. These include Rookie, Private, Private first class, Corporal, Corporal first class, Sergeant, Sergeant first class, Staff Sergeant, Warrant Officer, Lieutenant, Captain and Colonel. After a certain amount of experience on missions, the soldier is promoted. Whenever a soldier is promoted, he is rewarded 5 points for distribution across his attribute areas. These can be awarded to the soldier by clicking on the plus sign **+** in the Promotion window, next to the attribute you would like to enhance.

After a soldier is hospitalized, he loses some of his experience, because he was lying dormant for a time.



1: a

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1

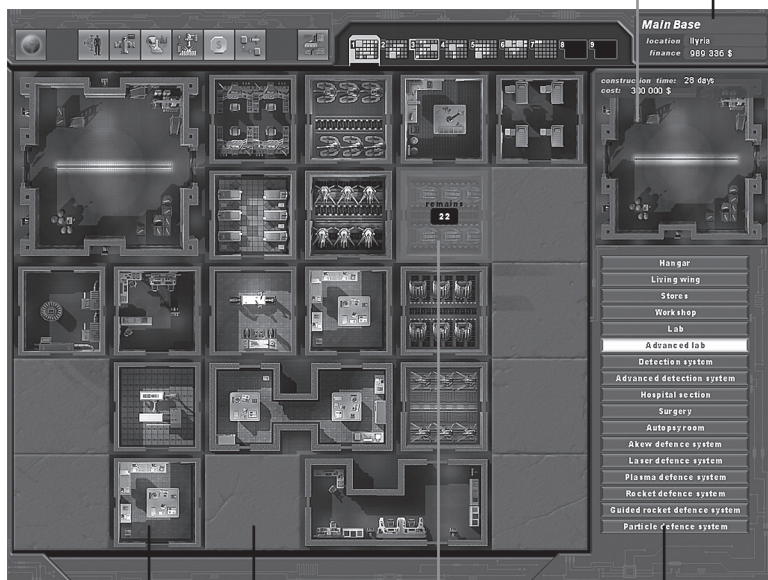
2: a b



2

3

4



5

6

7

8

5.3. Base management, Legend:

1. Main menu of base management

- a) Return to Geoscope Interface
- b) Soldier inventory and boarding of air transport unit
- c) Equip aircraft
- d) Research
- e) Production
- f) Buy and sell
- g) Transfer items to another CAF base
- h) UFOpedia

2. CAF Base selection

- a) Active base
- b) Inactive base. Green squares represent built facilities, yellow squares represent facilities under construction

You can build a maximum of nine bases on planet Esperanza.

3. Overhead view of selected base type

Overhead view of selected base type – with information about cost and time it takes to build it.

4. Base management information window

- Base Title
- Location on Esperanza - name of the state in which the base is located
- Finances - current budget available for constructions and projects

5. Completed facilities

6. Vacant section, in which facilities may be built

7. Facilities under construction

The days remaining until completion are also indicated

8. Menu of types of facilities available for construction

5.3.1. Base Management in Detail

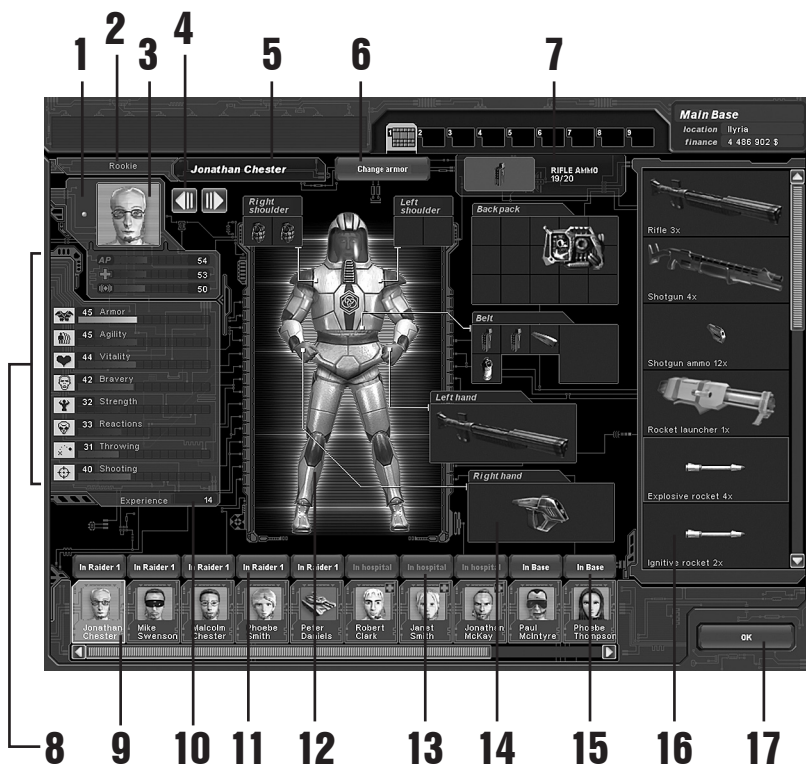
From this panel you can improve your bases by building new facilities, new defences including air-to-ground defences, new units, as well as research new technologies, produce new items based on research, and manage the wealth and property of your base. From this panel you can also direct your troops to board craft, equip them with weapons, and view their traits and ranks from this menu. You can also equip your aircraft, providing them missiles, cannons, defences and shields and rockets.

5.3.2. Facility Construction and Maintenance

To the right of the window is a list of facilities which are currently available to be built. Clicking on the name of the facility brings an overhead view of its layout, the length of construction time, cost to build. This panel also allows you to choose the location of the facility within the base. Sections of the proposed facility will be highlighted in red when there is an obstacle in the way of its being built there. A facility can only be built if there are sufficient free spaces for it available on the base. If there isn't the available space, it is possible to sell an existing facility to make space. Clicking the left mouse button on the facility you want to sell will make the selling window appear, which will reveal the selling price of the facility. Some facilities can't be sold, for example those whose presence is crucial to the functioning of the base. These include the energy center, hospital, living quarters and command center.

Because the base is likely to be attacked at some point by alien vessels, it is very important to make sure that bases are guarded by sufficient ground-to-air defence systems.

5.3.3. Arming the Soldier



1,2) Rank

3) Soldier's photo

4) Change selected soldier

5) Name

6) Change Armor

7) Amount of Ammunition

This information appears in a window at the top of the screen when the mouse passes over an available weapon.

8) Characteristics and Skills

Here you will find the list of all the soldier's characteristics and skills. These traits can be developed and improved with experience. Characteristics and skills influence a soldier's combat abilities, such as grenade throwing, aim, speed etc.

9) Currently selected soldier

10) Experience

This represents the overall experience of the soldier.

11) Soldier's Location (in Transport)

This tells you whether this soldier is on the base, in a hospital or on a transport unit. By clicking on this icon, you can change the soldier's location, and return him/her from the transport unit to the base.

12) Current Armor

13) Soldier's Location (in Hospital)

This tells you whether this soldier is on the base, in a hospital or on a transport unit. This graphic lets you know the soldier is currently hospitalized. Nothing but time can change the position of a soldier in this state.

14) Personal Equipment

The equipment, weapons and tools which a soldier is currently carrying.

15) Soldier's Location (on Base)

This tells you whether this soldier is on the base, in a hospital or on a transport unit. By clicking on this icon, you can change the soldier's location, and board him or her on the transport unit.

16) The Floor

Objects and weapons which you drag into this area will be placed on the floor.

16) OK button

Clicking this button finishes your work in the inventory window and returns to the main window.

5.3.3.1. Ranks

Ranks include: Rookie, Private, Private First Class, Corporal, Corporal First Class, Sergeant, Sergeant First Class, Staff Sergeant, Warrant Officer, Lieutenant, Captain and Colonel. After a certain amount of experience on missions, the soldier is promoted. Whenever a soldier is promoted, he/she is rewarded 5 points for distribution across his/her attribute areas.

5.3.3.2. Characteristics and Skills

With experience, a soldier can enhance the following attributes: agility, vitality, bravery, strength, reactions, throwing and shooting.

Agility increases the number of action points available to this soldier during combat.

Vitality increases the number of health points with which he or she enters the mission.

Bravery increases the soldier's chances against getting paralyzed by alien psychic attack.

Strength enables the soldier to carry heavier weapons.

Reactions quicken the soldier's response to what he/she sees.

Throwing increases the chance that the soldier will be able to throw grenades on the intended spot.

Shooting increases the accuracy of the soldier's fire.

5.3.3.3. Boarding Transport Units



An air transport unit is able to carry soldiers and combat vehicles. This kind of craft, however, has a limited capacity.

 represents the number of soldiers onboard the transport unit, and  represents the number of vehicles onboard. Your initial transport unit, the Red Raider, can carry up to 8 soldiers; 4 soldiers plus one combat vehicle, or 8 soldiers alone. You can select which soldiers you want to board the unit by clicking on this button above the soldier's head in the Arming the Soldier window.

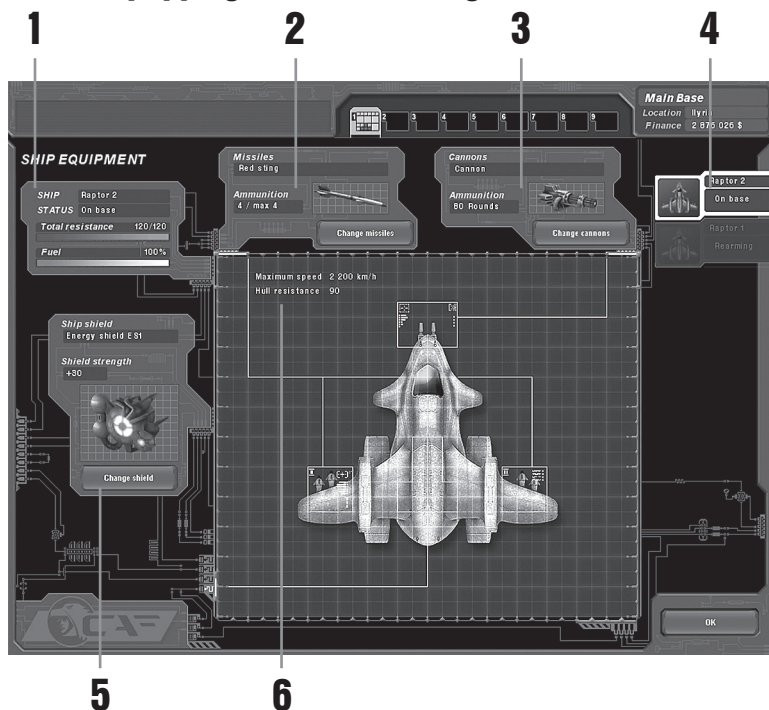


5.3.3.4. Hospitalizing Wounded Soldiers

When a soldier is seriously injured during a mission, he or she must receive serious treatment. Severe injuries cannot be treated on the battlefield with a mere medikit, but require that the soldier be taken back to the base and put in a hospital. The following image indicates that the soldier is currently in hospital. The length of his or her stay will be in proportion to the severity of the injury. A soldier is likely to lose some experience points while in hospital, during which time he or she is lying dormant, and going out of practice with battle skills.



5.3.4. Equipping CAF Aircraft Fighters



1) Informaion – type of fighter, fuel status, hull resistance and location.

2) Weapon #1 – Missiles

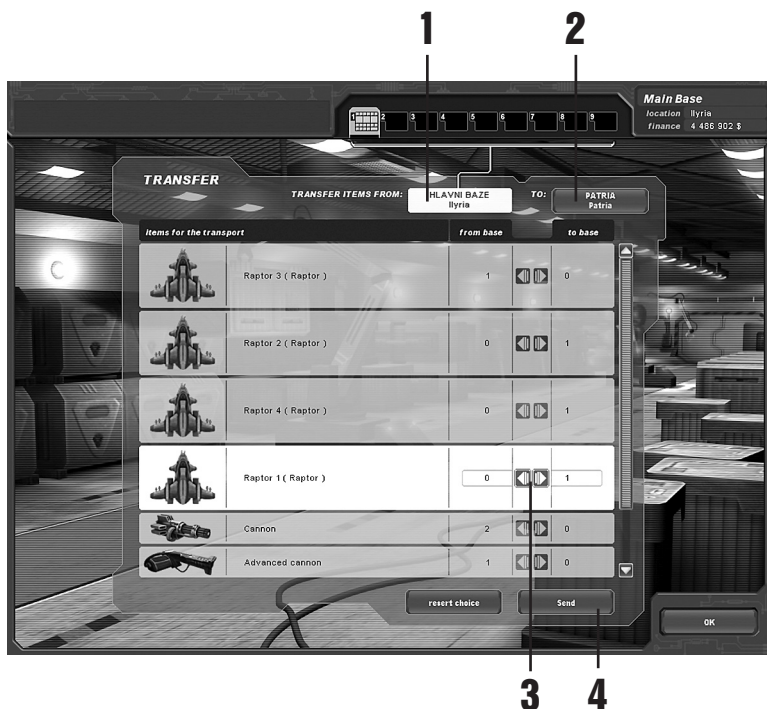
3) Weapon #2 – Cannons

4) Selects another airfigher

5) Change shield type

6) Aircraft maximum speed and hull resistance

5.3.5. Transfer of Items to Other Bases



1) Base of origin for transfered items (always main base)

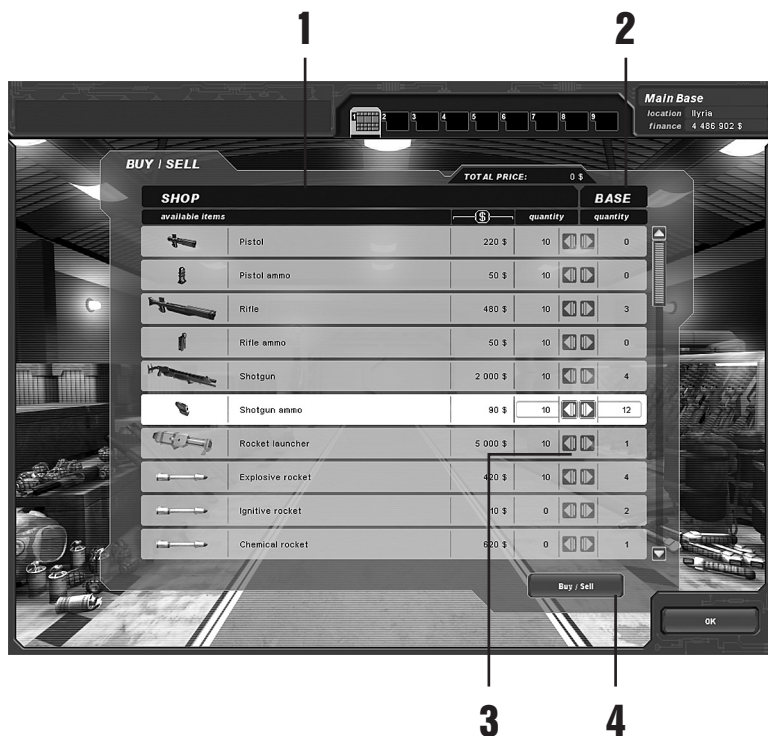
2) Destination base for transfered items

3) Select number of items to transfer

4) Sends items from base of origin to destination base

Transferring items costs nothing. Items can only originate from the main base, located in Ilyria, for transfer to other bases throughout Esperanza. Transfer usually takes about two days, safe arrival is guaranteed. When you enter the transfer window, you must first select the destination base. The base of origin will always be the main base. Then select the type and number of items to transfer, and click Send.

5.3.6. Buying and Selling



1) Shop

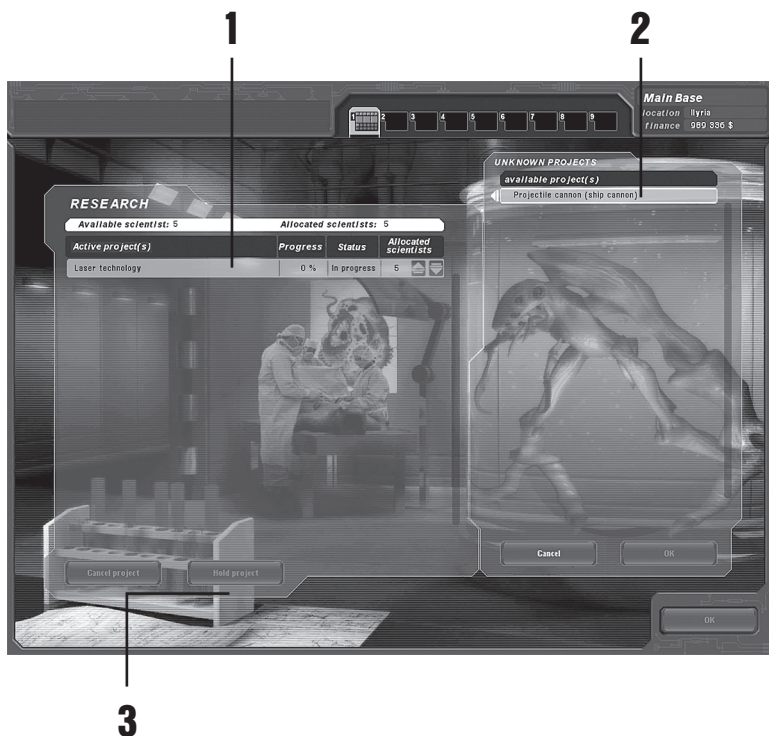
2) Base

3) Arrows to select number of items

4) Buy/Sell button

The shop's inventory is listed to the left of the selection arrows, and your inventory of the same items are listed to their right. To sell any number of your items, click the arrow pointing to the left beside that item, to direct your items to the shop. To buy items from the shop, click the arrow pointing to the right beside that item. This directs items to your inventory. The price of the item will be indicated in red digits. Any profit you may by selling will appear in white. To finalize the transaction, click Buy/Sell.

5.3.7. Research



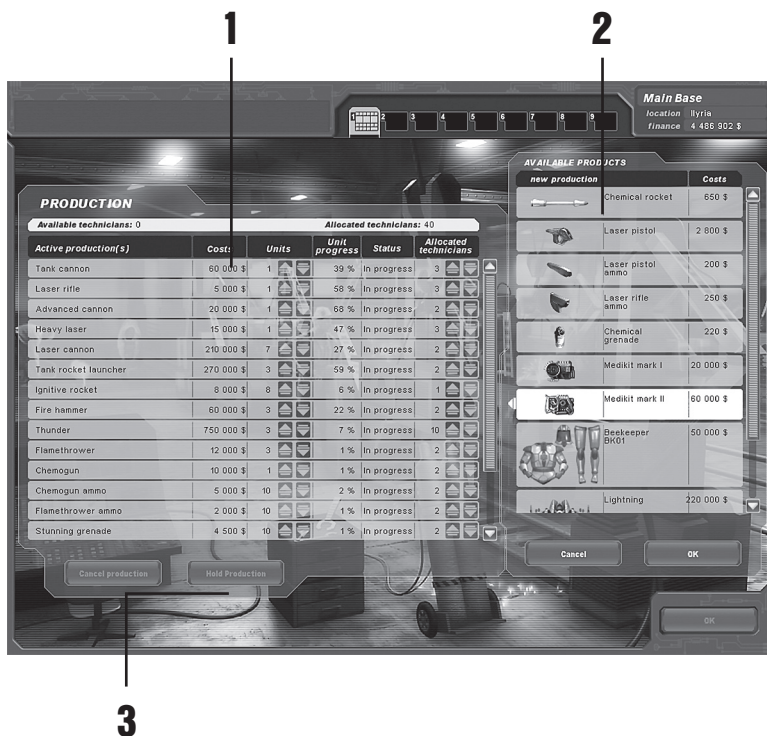
1) Active Projects

2) Available Projects

3) Cancels or holds research in progress

To begin research, first click “New Project.” A list will appear of the currently available research options, from which you can select the next project. You will then have to select the number of scientists who will be working on this project. The speed of the project’s completion is directly proportional to the number of scientists onboard. If you should decide to delay or cancel a project under development, you can do so using the Cancel and Hold buttons at the bottom of the screen.

5.3.8. Production



- 1) Items under development
- 2) Available items for production, and cost
- 3) Cancels or holds production in progress

To begin production, first click “New Production.” A list will appear of the currently available production projects and their associated costs per unit, from which you can select the item you would like to produce. You will then have to select the quantity of each item you would like to produce, and the number of technicians you want to work on each production project. The speed of the units’ completion is directly proportional to the number of technicians at work on it. If you should decide to delay or cancel production in progress, you can do so using the Cancel and Hold buttons at the bottom of the screen.

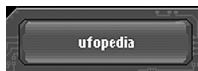
5.3.9. UFOpedia

UFOpedia is a detailed archive of our current knowledge of existing tools and technologies, and the immediate universe. Information is therein compiled concerning the latest weapons technology and aircraft, allowing insight into the fundamental principles at work within these instruments. Data is also available on each of the possible base facilities, elaborating on the reasons for their importance to a base, and their use. There is also historical information about the crisis which took place and led up to our current conflict with the aliens, and there is even inside information about the purposes and societal structures of the aliens.

There are two ways to access the UFOpedia.



This button enables you to enter the UFOpedia through the Geoscape.



This button enables you to enter the UFOpedia through the Base Management panel.

The UFOpedia is divided into 5 main categories: buildings, vehicles, weapons and armor, aircrafts and aircraft equipment.

6. Authors' Credits

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Sketches Martin Dolejš, IRou.

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Documentation Václav Král

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Game Testing Petr Janoušek, Michal Doležal, IRou.

Special Thanks Aleš Kotek (first music support), PETUFO, AJ Rimmer Bsc.Ssc.



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